

WHAT WOULD THEY SAY?

Go back
to start

FAIRY

WITCH

Move ahead
2 spaces

START

TOAD

SNAKE

MERMAID

Move back
2 spaces

PIRATE

VIKING

GIANT

Lose a turn

WIZARD

PRINCESS

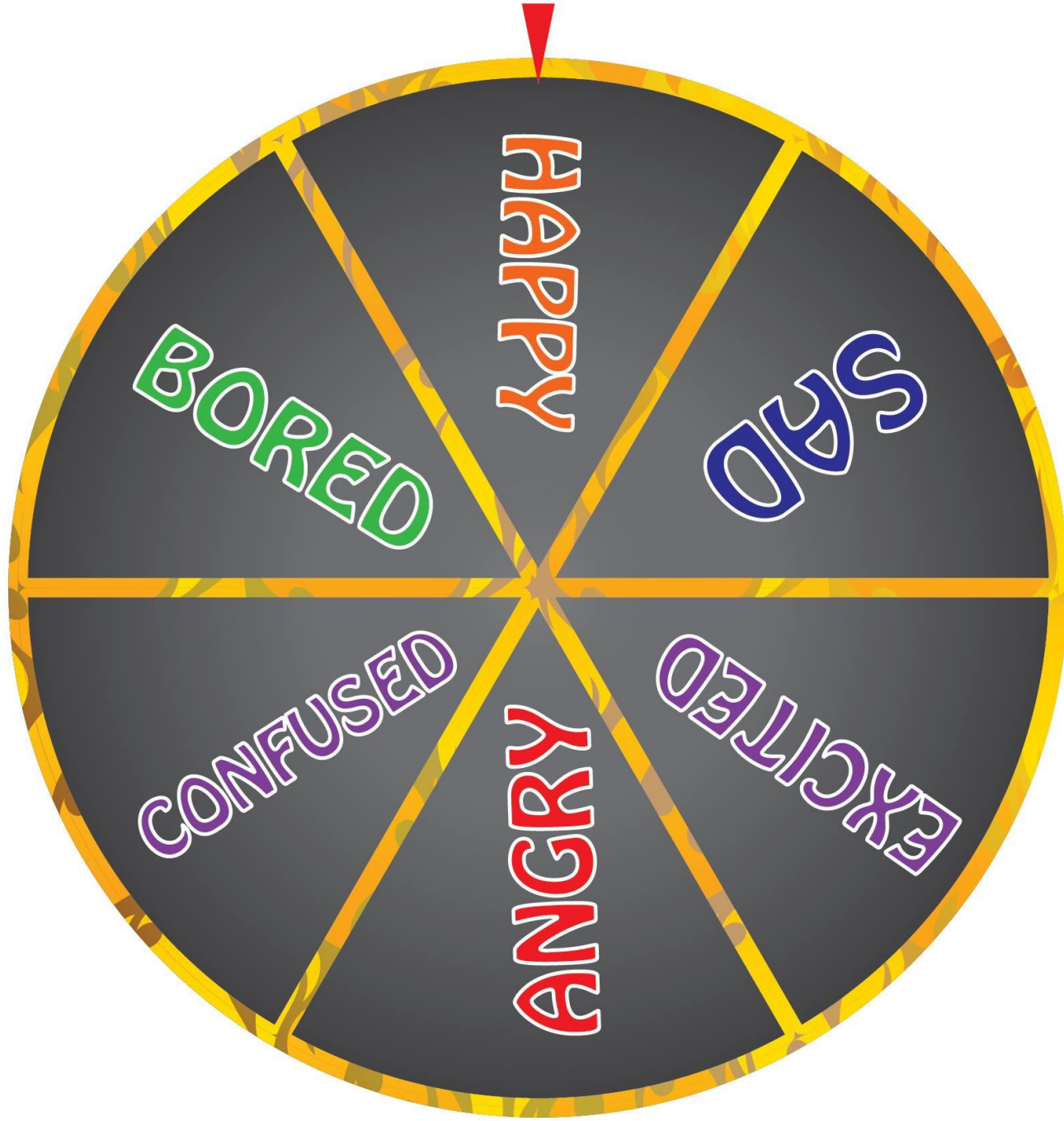
OWL

ZOMBIE

DRAGON

WAREWOLF

FINISH



...if he/she
fell off a tree.

...if he/she
ate a very
sour candy.

...if he/she
got their birthday
present earlier.

...if he/she
won the lottery.

...if he/she
went to a circus.

...if he/she
got stung
by a bee.

...if he/she
was chased
by a rhino.

...if he/she
fell in love.

...if he/she
won a beauty
competition.

...if he/she
had a
Twitter account.

...if he/she
had to wash
the dishes.

...if he/she
fell in love.

...if he/she
was on a
desert island.

...if he/she
saw a mouse.

...if he/she
was locked
in a dungeon.

...if he/she
had to choose a
Halloween costume.

...if he/she
went skiing.

...if he/she
forgot to do
their homework.

...if he/she
got a huge
bar of chocolate.

...if he/she
found a book
of magic spells.

...if he/she
met an alien.

...if he/she
got a PUPPY.

...if he/she
came down
with the flue.

...if he/she
lost their wallet.

WHAT WOULD THEY SAY?

By Andreja and Anja Prentic

Instructions

The Game kit includes:

- The Game Board
- The Wheel
- Set of cards
- Players' Pawns
- 1 Dice

The game is played by up to five players.

Step 1

A player throws the dice and moves his/her pawn by the appropriate number of spaces. The player gets his/her "character" for that round. For example: FAIRY.

Step 2

The player spins the wheel and gets his/her "emotion". For example: ANGRY.

Step 3

The player takes a card from the top of the stack and reads it. For example: "...IF HE/SHE SAW A MOUSE".

Step 4

The player makes a question using the clues: "What would an ANGRY FAIRY say IF SHE SAW A MOUSE?"

Step 5

The player answers the question. And the next player takes over. The winner is the one who reaches the FINISH first.